

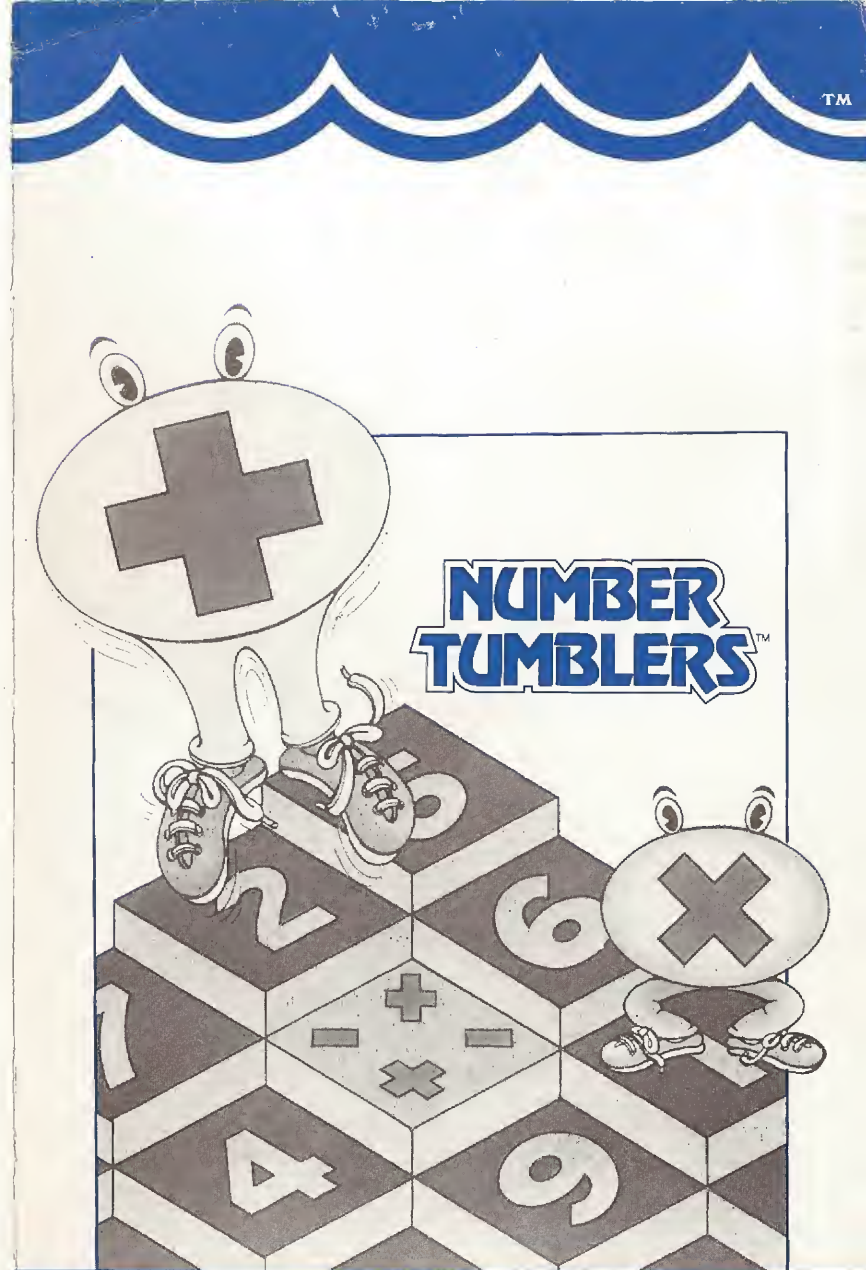
This software product is copyrighted and all rights are reserved by SSC. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, or otherwise distributing this product is hereby expressly forbidden.

Atari is a registered trademark of Atari, Inc., Commodore 64 is a trademark of Commodore Electronics, Ltd. and ColecoVision and Coleco Adam are registered trademarks of Coleco Industries, Inc.

NUMBER TUMBLERS computer program is a trademark of SSC.

FISHER-PRICE and awning design are trademarks of The Quaker Oats Company and are used under license.

"Learning is the Ultimate Game" is a trademark of ChildWare Corporation.



Fisher-Price™

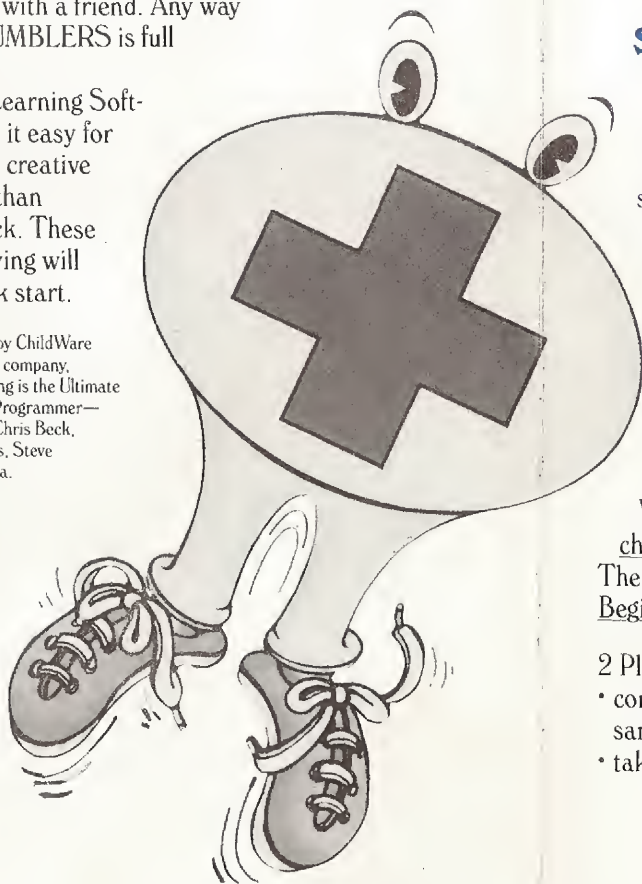
© 1984 SSC. All rights reserved.

PARENTS

NUMBER TUMBLERS™ is a fast-paced math game that will challenge your child while learning addition, subtraction, multiplication, and division. In beginning levels, your child will help a lively little "Wumblechum" jump from one number tumbler to another, adding or subtracting until his resulting score matches a target number. Higher levels introduce multiplication and division in a race against time. Your child can play NUMBER TUMBLERS alone, or against the computer, or with a friend. Any way it's played, NUMBER TUMBLERS is full of fun!

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions for playing will help you get off to a quick start.

NUMBER TUMBLERS was created by ChildWare Corporation, an educational software company, founded on the concept that, "Learning is the Ultimate Game."™ Producer—Clifford West, Programmer—C. William Hicks, Documentation—Chris Beck, Designers—Chris Beck, Susan Keyes, Steve Snyder, Clifford West, Ramon Zamora.



HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

SELECT A GAME

The game will start with a demonstration. Press the space bar and NUMBER TUMBLERS lets you design your own game by selecting among various options. Press the joystick button to "re-do" (redesign) game options. To choose any option, use the joystick to move the flashing light to the option you want and then press the joystick button.

1 Player can:

- play alone by selecting solitaire, or
- play against a computer-controlled

Wumblechum by selecting computer challenge.

There are 3 levels of computer challenge: Beginner, Intermediate, and Advanced.

2 Players can:

- compete for the same target numbers at the same time by selecting simultaneous, or
- take turns by selecting alternating.

Game Options:

- Choose the operations you want to play with—+, =; ×, ÷; or all 4.
- Decide on the target number size—2, 3, or 4 digit numbers.
- Set a timer speed—slow, medium, fast or none if you want to play at your own pace.

Select Start to begin your game.

Select Re-do to change any options.

HOW DO I WIN?

Try to match all the target numbers along the top of the screen. When you do, the Wumblechums will be so happy, they'll jump sky high! Game scores will accumulate throughout game play unless the program is restarted.

WHAT DO I DO?

1. Move a Wumblechum from one square tumbler to another by pointing the joystick in the direction you want the Wumblechum to jump.
2. When your Wumblechum jumps to a number cube, that number will be added if your Wumblechum displayed a "+" sign just before he landed on the number or subtracted if he wore a "-" sign. The same holds true for "×" and "÷" signs.
3. Change operational signs by jumping your Wumblechum to a different sign cube.

(continued on back of page)

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY CARD
FIRST CLASS PERMIT NO. 1712 CAMBRIDGE, MA

POSTAGE WILL BE PAID BY ADDRESSEE

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238

FISHER-PRICE LEARNING SOFTWARE WARRANTY POLICY

If this product should prove defective by reason of improper workmanship or material during the first 30 days from the date of original purchase, return it to the dealer from whom it was purchased for a free replacement.

If it should prove defective after the first 30 days, mail it to FISHER-PRICE Learning Software at this address:

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238
(617) 494-1222

Number TumblersTM
Proof-of-Purchase

4. Watch the larger window on the bottom left side of the screen to see Player 1's Wumblechum score at any given time. The larger window on the bottom right side is Player 2's score. NOTE THAT THE COLOR OF A WINDOW CORRESPONDS TO THE SAME COLORED WUMBLECHUM.
5. Look at the smaller windows to see the total number of target numbers each Wumblechum has matched.
6. Erase your last move by pressing the joystick button.
7. Return to the menu by pressing the spacebar.

HINTS

1. If you are dividing and you hear a buzz, that means your current score is not evenly divisible by the number you are trying to jump to. Try another number.
2. Any other time you hear a buzz will mean that your Wumblechum is not able to jump in the direction you are pointing him.
3. If you want a new number on a number cube on the screen, you can tumble one by pressing the **F1** key.

TO HELP US PROVIDE YOU WITH BETTER SERVICE IN THE FUTURE,
PLEASE MAIL THIS CARD TO FISHER-PRICE LEARNING SOFTWARE WITHIN
10 DAYS AFTER THE DATE OF ORIGINAL PURCHASE.

Product Purchased _____ Date of Purchase _____
 Place Purchased _____ Age of User _____
 Computer Model Used _____ Date of Computer Purchase _____
 Name _____
 Address _____ Phone () _____
 City _____ State _____ Zip Code _____
 What member of the family bought this product? _____
 How did you hear about FISHER-PRICE Learning Software?
☐ Friend ☐ Inside other Fisher-Price products ☐ Saw it in store ☐ Advertising (magazine)
☐ Other _____
 Do you own any other FISHER-PRICE Learning Software Programs? _____
 Which ones? _____
 What other educational software products do you own? _____
 Magazines read frequently _____

Fisher-Price
Learning Software